

The ball paddle game program 96a is mapped to an address space that the upper 8 bits indicate “60” - “7F” and the lower 16 bits indicate “FFFF” - “8000”, and the ball paddle game program 96a, the ball paddle game video data 96b and the ball paddle game music data 96c are mapped to an address space that the upper 8 bits indicate “E0” - “FF” and the lower 16bits indicate “FFFF” - “0000”. In addition, the common start program 58d, the karaoke program 58e, and the ball paddle game program 58f are mapped to an address space that the upper 8 bits indicate “00” - “3F” and the lower 16 bits indicate “FFFF” - “8000”, and the common start program 58d, the karaoke program 58e, the ball paddle game program 58f, the common video data 58g and the common music data 58h are mapped to an address space that the upper 8 bits indicate “80” - “BF” and the lower 16bits indicate “FFFF” - “0000”. When the power switch 76 is turned on in a state that the memory cartridge 48 is attached, the high-speed processor 92 first executes the common start program 58d.

It is noted when the memory cartridge 48 shown in Figure 14 is attached to the karaoke device with built-in microphone 10, the warning message display program 56a, the karaoke video data 56b and the karaoke music data 56c read out of the internal ROM 56, and the common start program 58d, the karaoke program 58e, the ball paddle game program 58f, the common video data 58g and the common music data 58h read out of the external ROM 58 are mapped as shown in Figure 17.

The high-speed processor 92 of the ball paddle game device 70 or the high-speed processor 52 of the karaoke device with built-in microphone 10, when the memory cartridge 48 is attached, executes the common start program according to a flowchart shown in Figure 18. First, in a step S1, start and common initialization processing is executed, and identification of devices is executed in a step S3. More specifically, both the internal ROM 96 of the ball paddle device 70 and the internal ROM 56 of the karaoke

device with built-in microphone 10 are stored with identifiers to specify the devices, and based on these identifiers, it is determined whether the device to which the memory cartridge 48 is attached is the ball paddle game device 70 or the karaoke device with built-in microphone 10. If the device to which the memory cartridge 48 is attached is the 5 karaoke device with built-in microphone 10, "YES" is determined in a step S5, and initialization processing of a karaoke is executed in a step S7, and in turn, proceeding to main processing of the karaoke program. On the other hand, if the device to which the memory cartridge 48 is attached is the ball paddle game device 70, "NO" is determined in the step S5, and initialization processing of a ball paddle game is executed in a step S9, 10 and then, proceeding to main processing of the ball paddle game program.

Thus, since the high-speed processor 92 or 52 processes the common start program at first and identifies the devices to which the memory cartridge is attached, it is possible to use the memory cartridge 48 in different kinds of devices.

Although the present invention has been described and illustrated in detail, it is clearly understood that the same is by way of illustration and example only and is not to be taken by way of limitation, the spirit and scope of the present invention being limited 15 only by the terms of the appended claims.